

Google Application Engine



Introduction

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open.michigan

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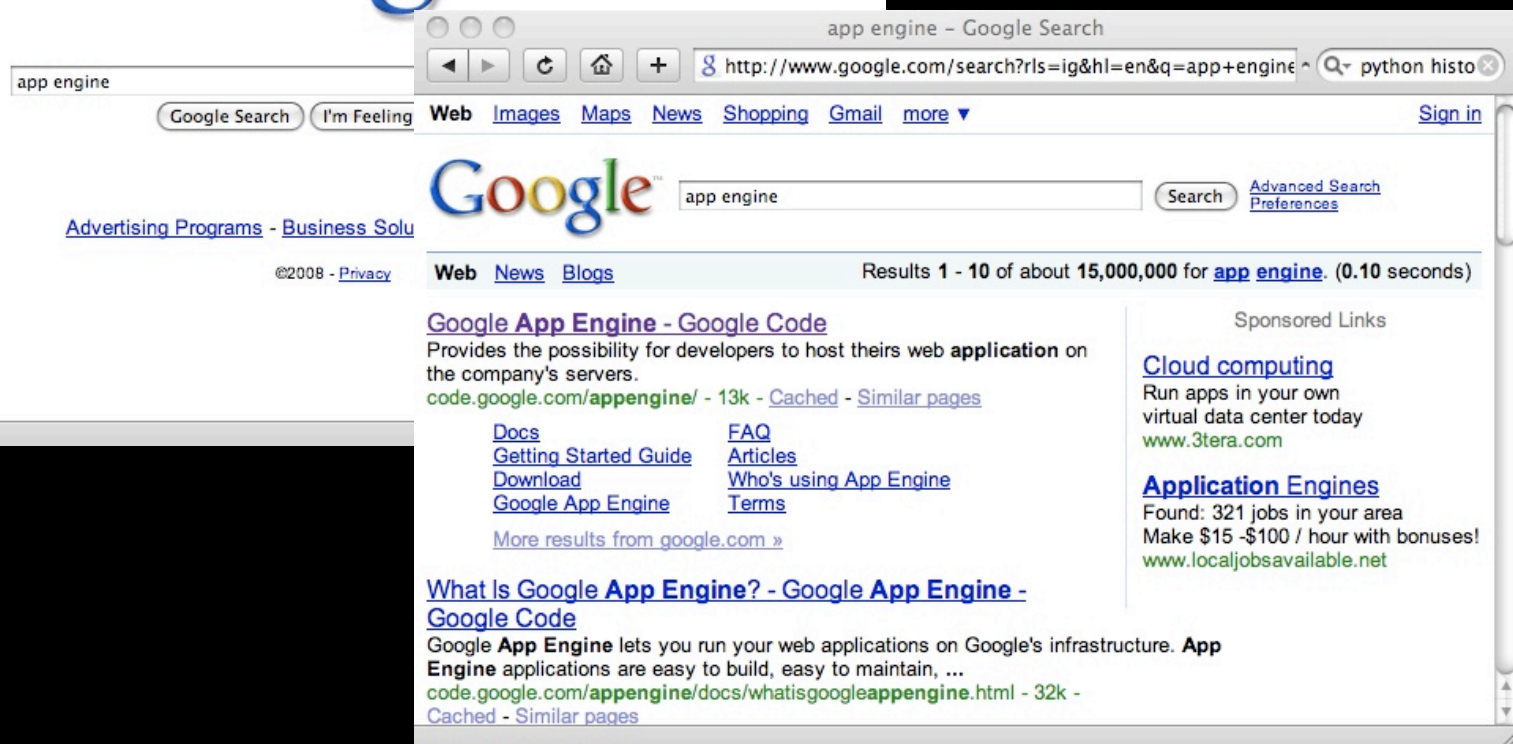
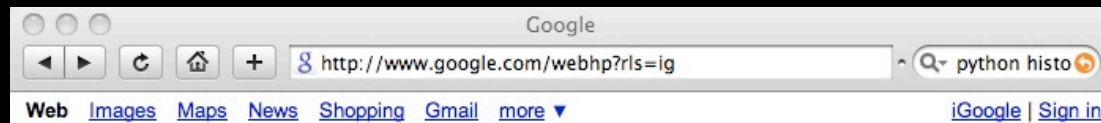
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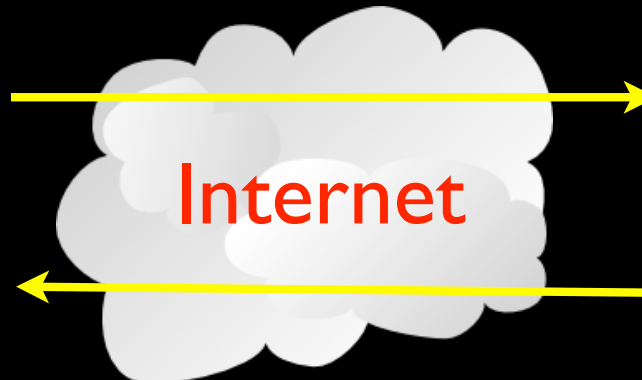
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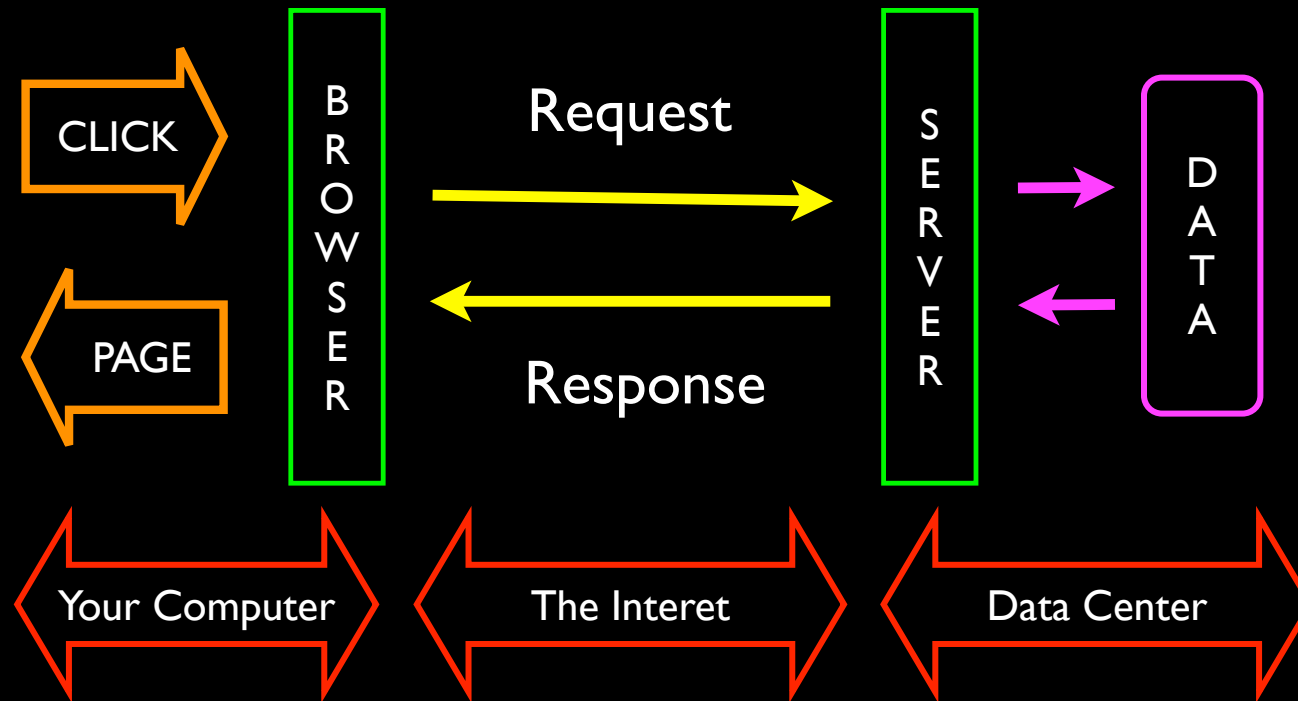


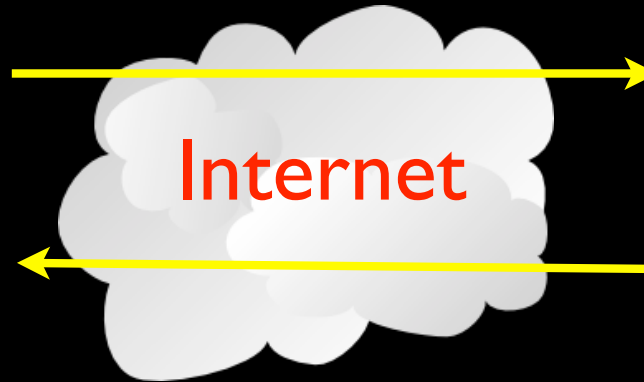
Web Applications

<http://en.wikipedia.org/wiki/HTTP>









HTML JavaScript
AJAX CSS
Cookies

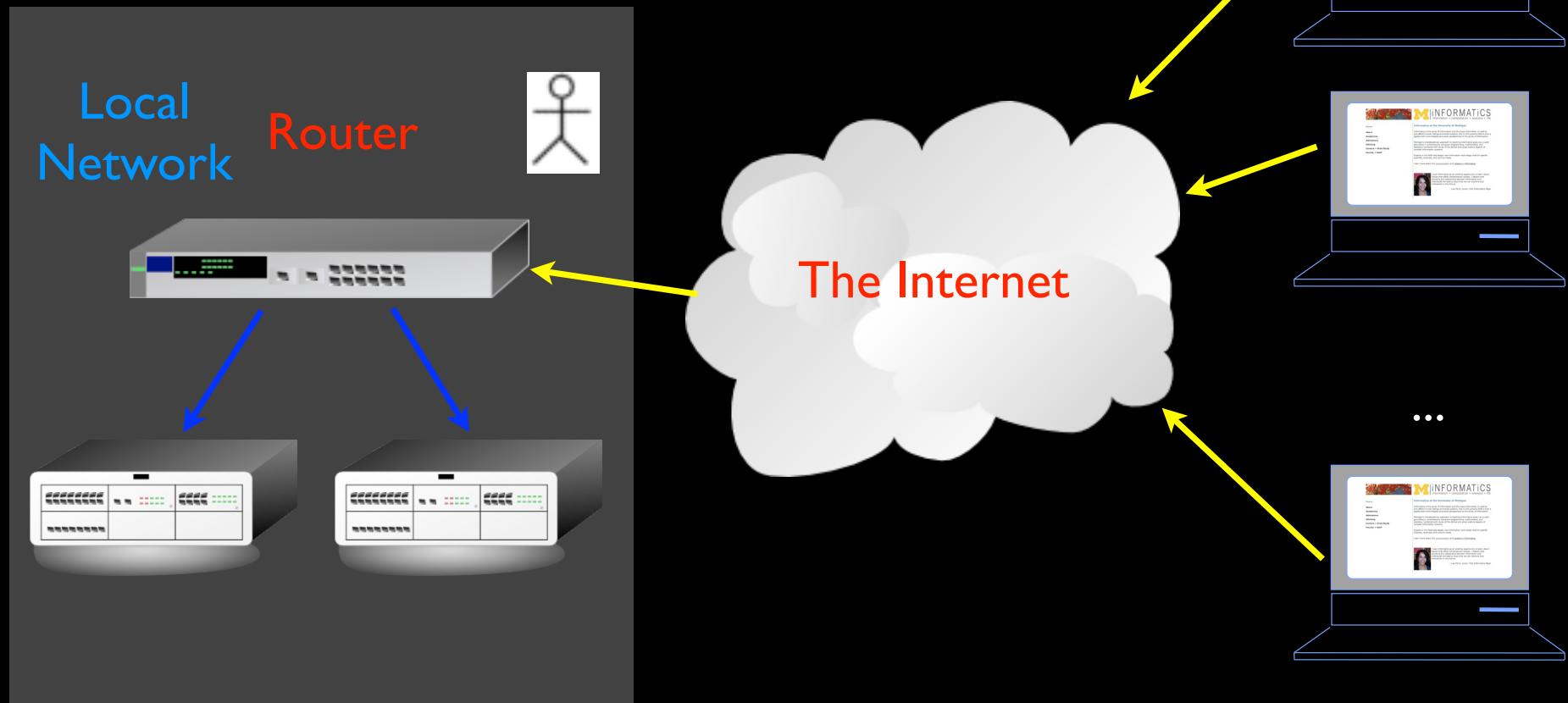
HTTP Request
Response GET
POST

Python Data Store
Templates memcache
MVC

Cloud Computing

http://en.wikipedia.org/wiki/Cloud_computing

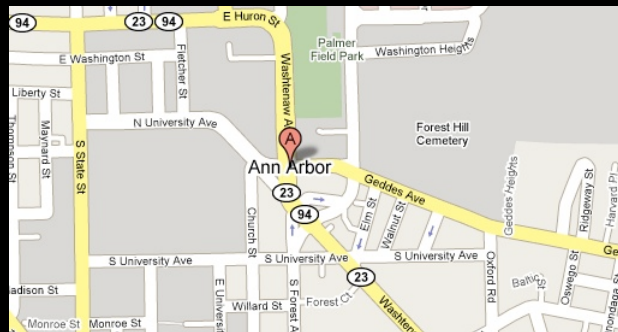
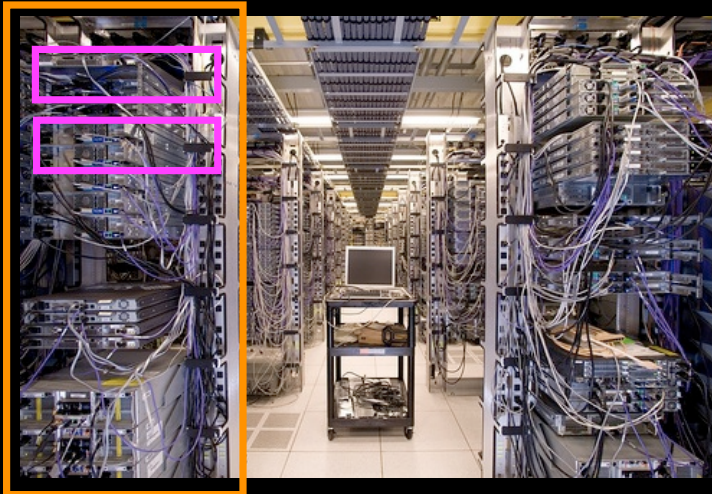
Pre-Cloud View



ctools.umich.edu

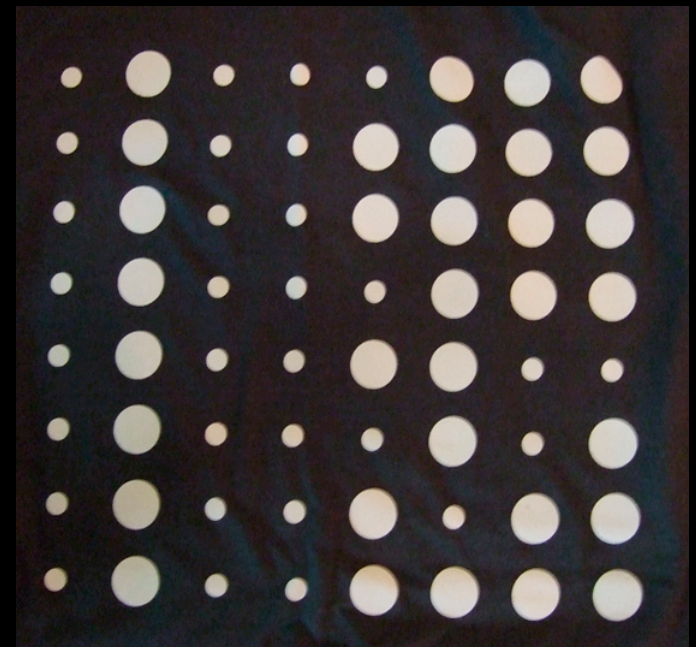
Hardware

Software



In a pre-cloud view
servers have a geographic
location and we use the
Internet to exchange data
with those servers.

Google I/O 2008



Google I/O 2008 Keynote

- Google I/O '08 Keynote by Marissa Mayer
- Usability / User Experience / User Testing / Architecture / Philosophy



<http://www.youtube.com/watch?v=6x0cAzQ7PVs>

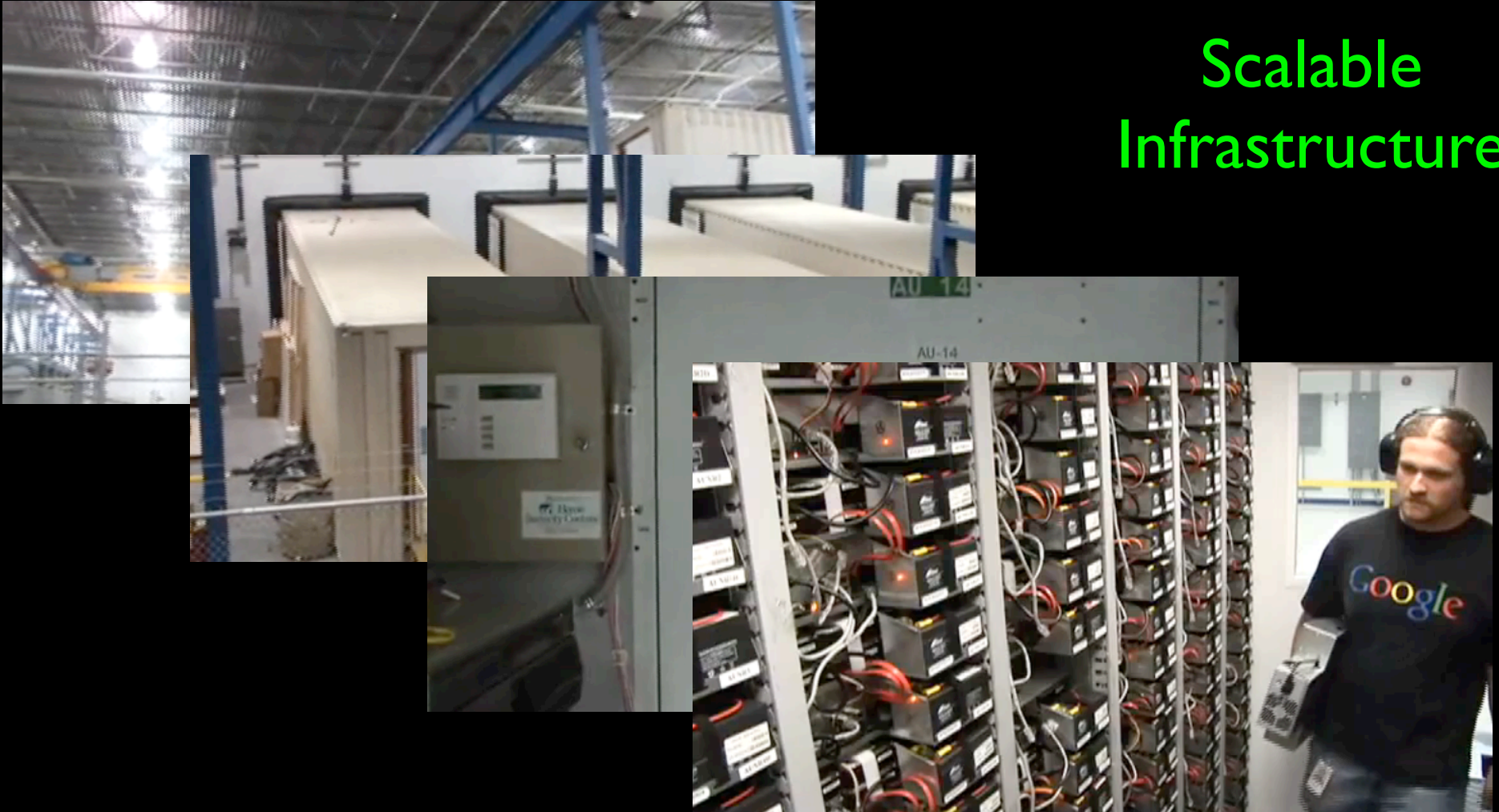


<http://www.youtube.com/watch?v=6x0cAzQ7PVs>

Lessons

- The cloud is wide - we can touch 1000 servers in 0.1 seconds
- For things that seem “intelligent” 0.2 seconds is fast enough - as long as you can do a lot of them
- Lots of spread-out storage and a fast scan is important
- Data - Information - Knowledge - starts with data and the ability to look through that data quickly

Scalable Infrastructure



<http://www.youtube.com/watch?v=zRwPSFpLX8I>

Infrastructure

- The only sustainable scalability is when you scale with inexpensive, green solutions
- Tape Backup is a rate limiting factor - so we need something creative
- Disaster recovery - “Of course!”

World-Scale Applications

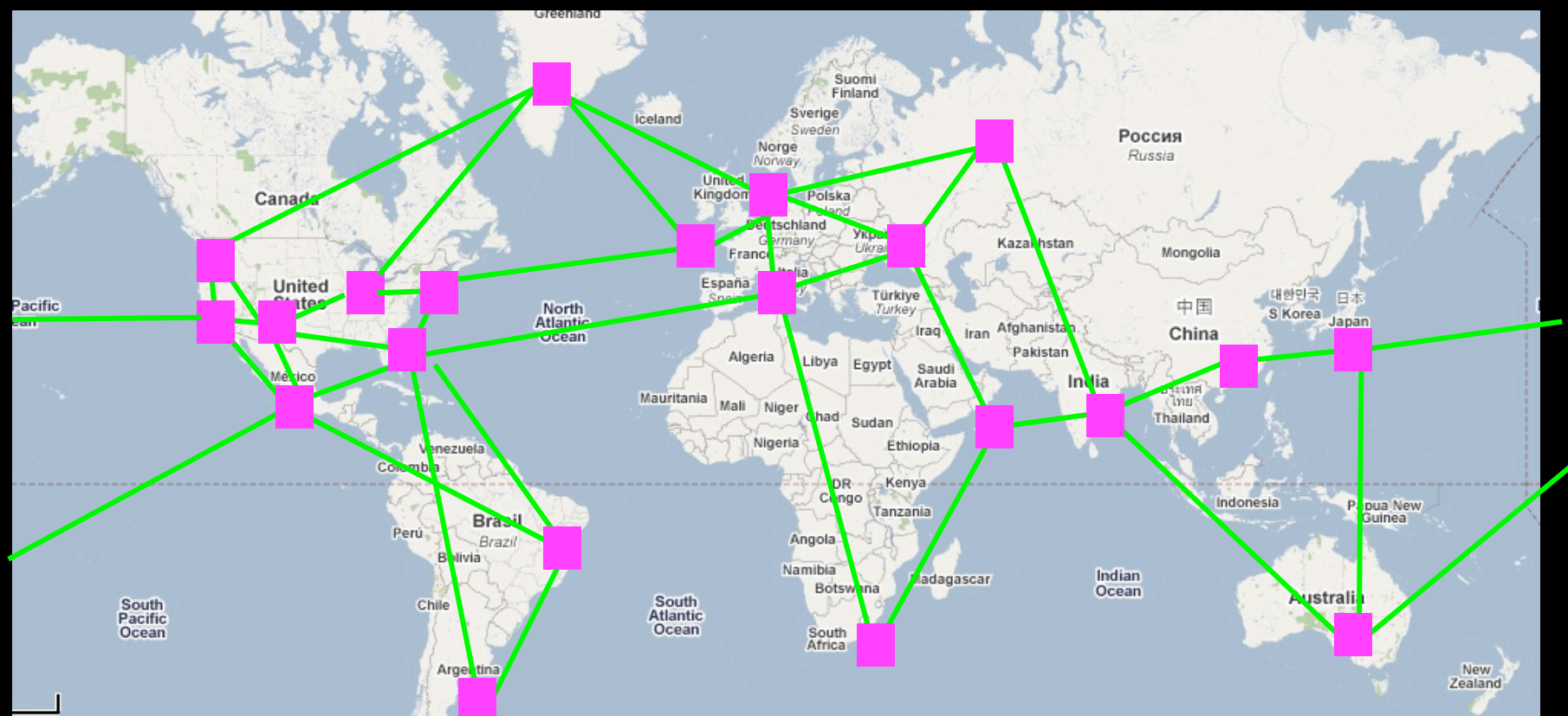
- For world-scale applications - the servers must be distributed around the world
- But users must see a uniform “single image” - www.google.com
- Also the programmers cannot know the structure or geography of the servers - because this always changes

Google Server Locations



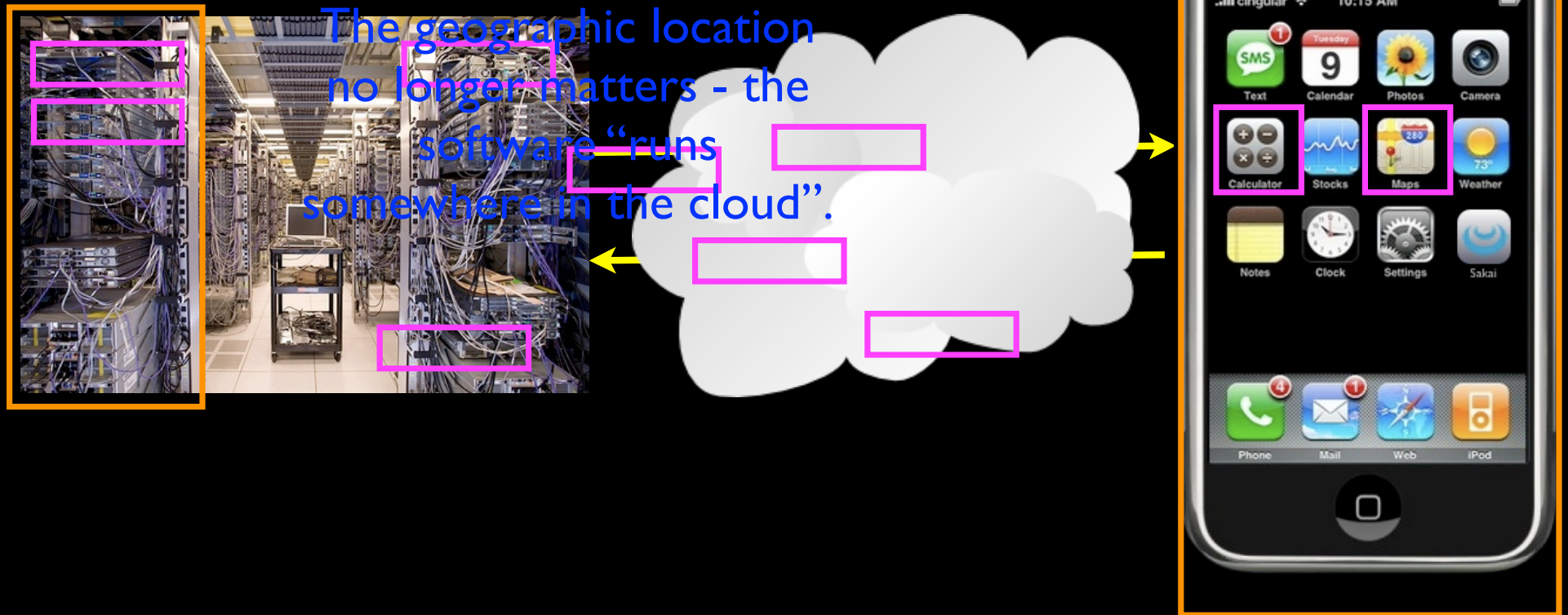
This is an educated guess.

<http://royal.pingdom.com/2008/04/11/map-of-all-google-data-center-locations/>



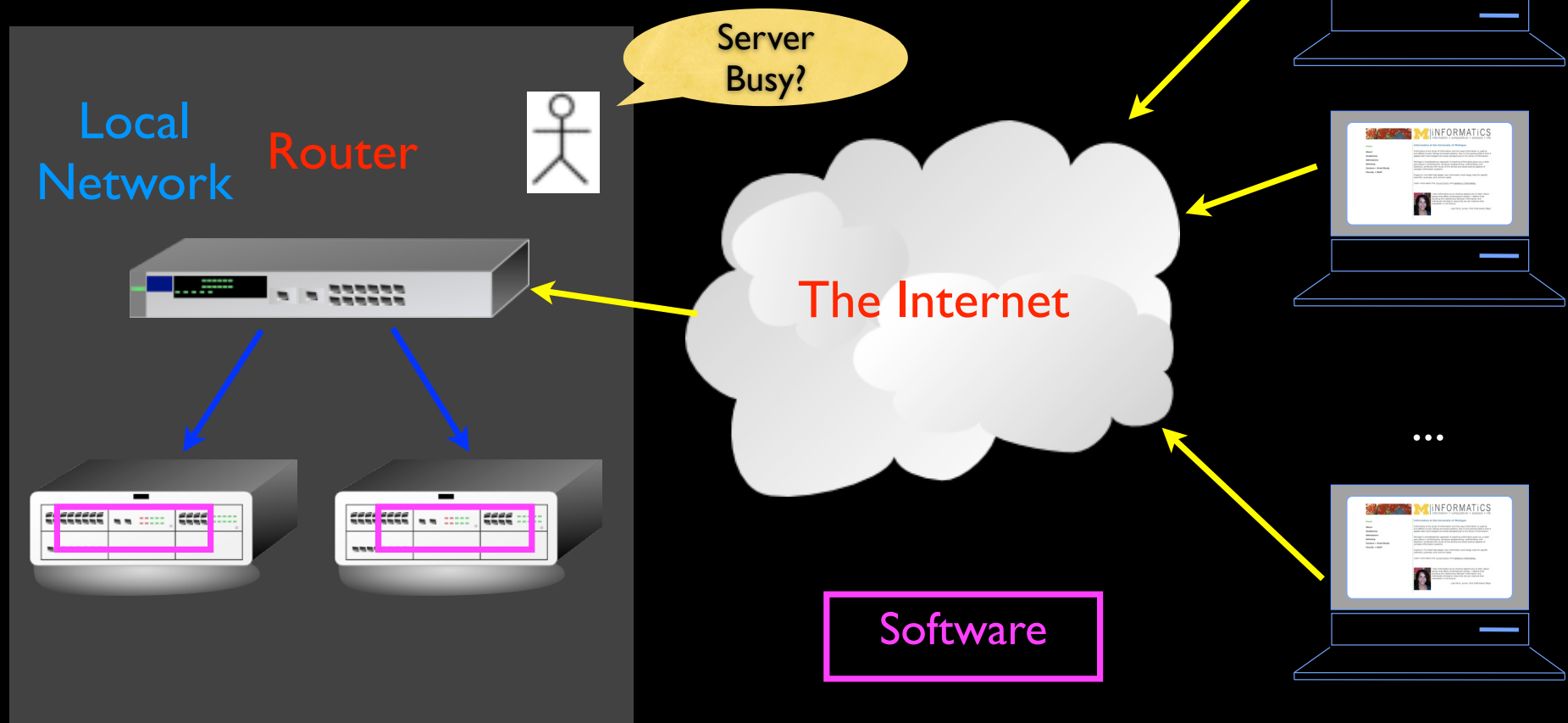
Programming in the Cloud

- Programmers operate in a controlled environment
 - Programs do their programming thing - code + data
 - A complex software framework manages getting the right code and data to/from the right servers.
- Software developers are unaware of geography



Resources can be dynamically adjusted as load changes.

Pre-Cloud View



Post-Cloud View

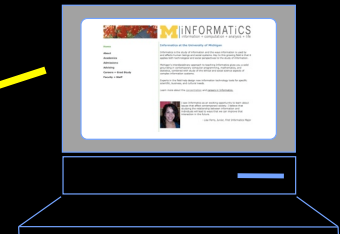
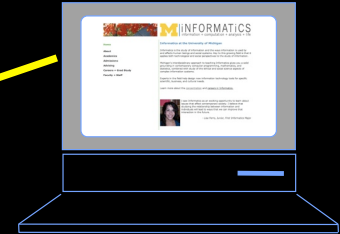
The Cloud

My Code

Your Code

My Code

My User

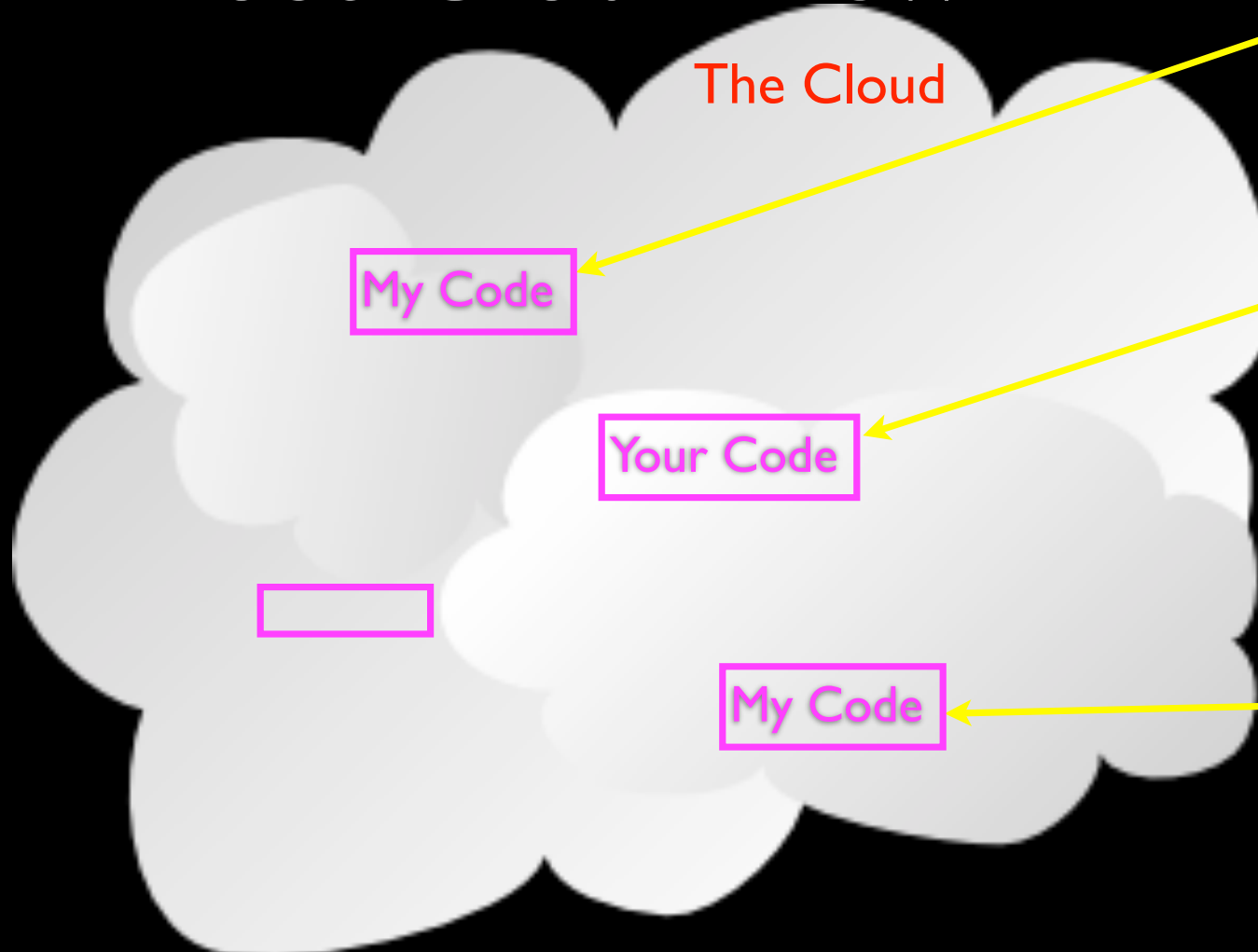


Your User

...



My User



HTTP - Request / Response

- The nature of the HTTP Request/Response cycle makes the cloud possible
- Since clients are not connected for very long - the cloud can be changed in between requests
- As long as the cloud “fakes” everything about the protocol - no one is the wiser..
- The cloud engineers at Google/Amazon/Yahoo are pretty clever.

HTTP Request / Response Cycle

Web Server

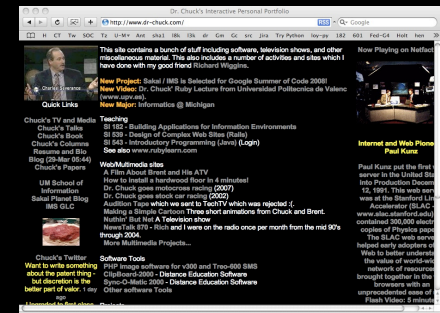
HTTP
Request

HTTP
Response

Browser

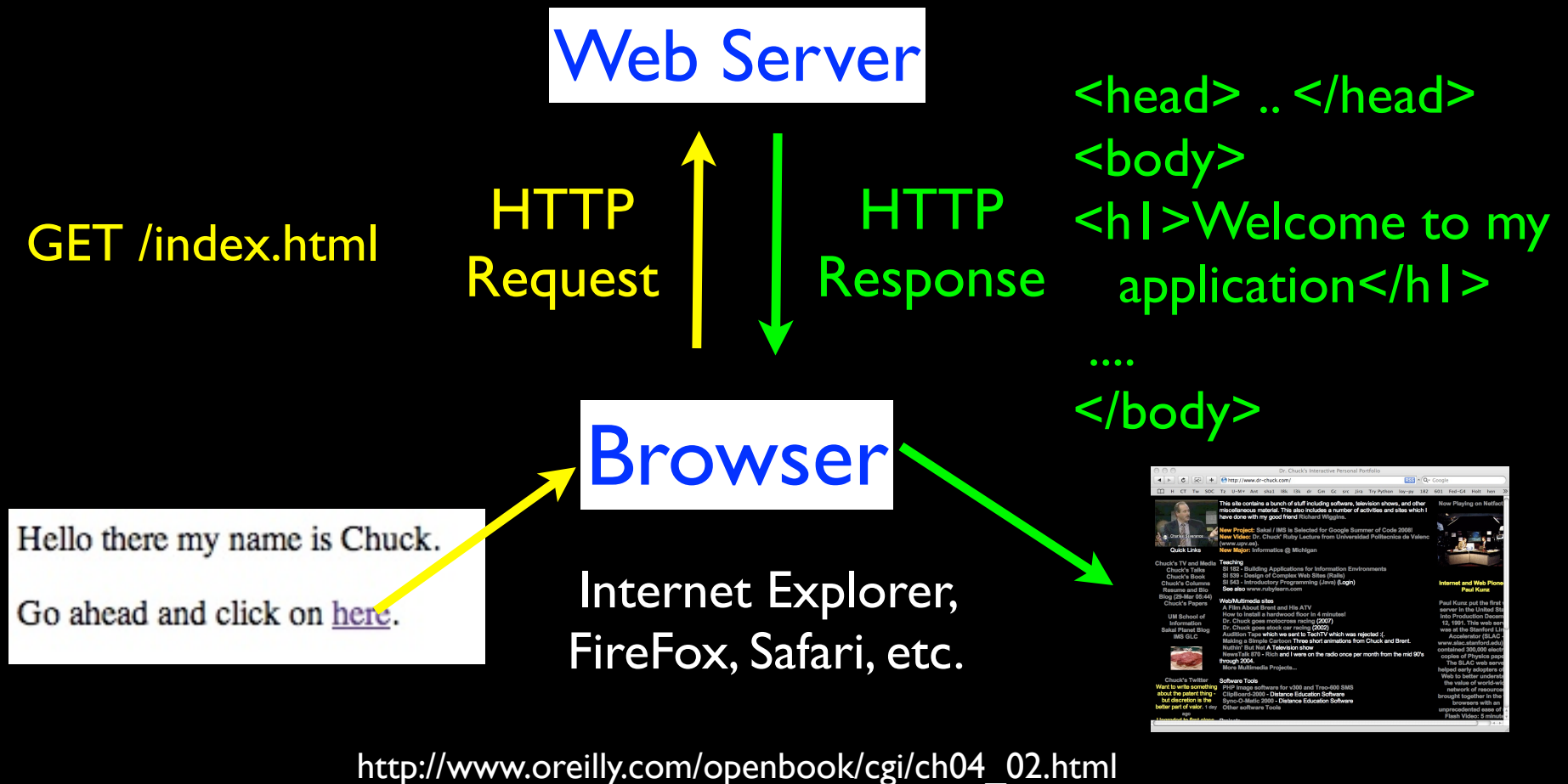
Hello there my name is Chuck.
Go ahead and click on [here](#).

Internet Explorer,
FireFox, Safari, etc.



http://www.oreilly.com/openbook/cgi/ch04_02.html

HTTP Request / Response Cycle



Post-Cloud View

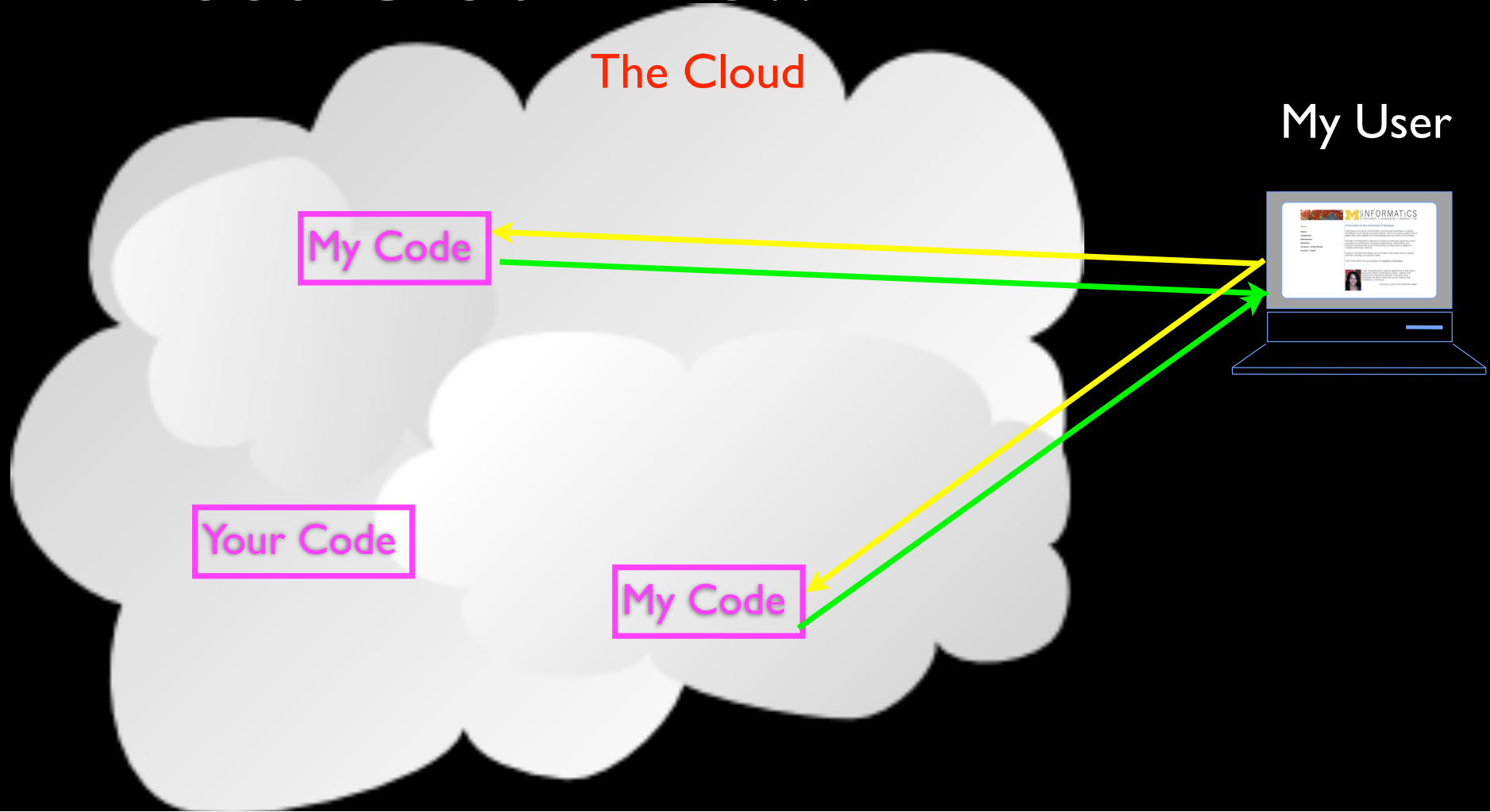
The Cloud

My User

My Code

Your Code

My Code



Post-Cloud View

The Cloud

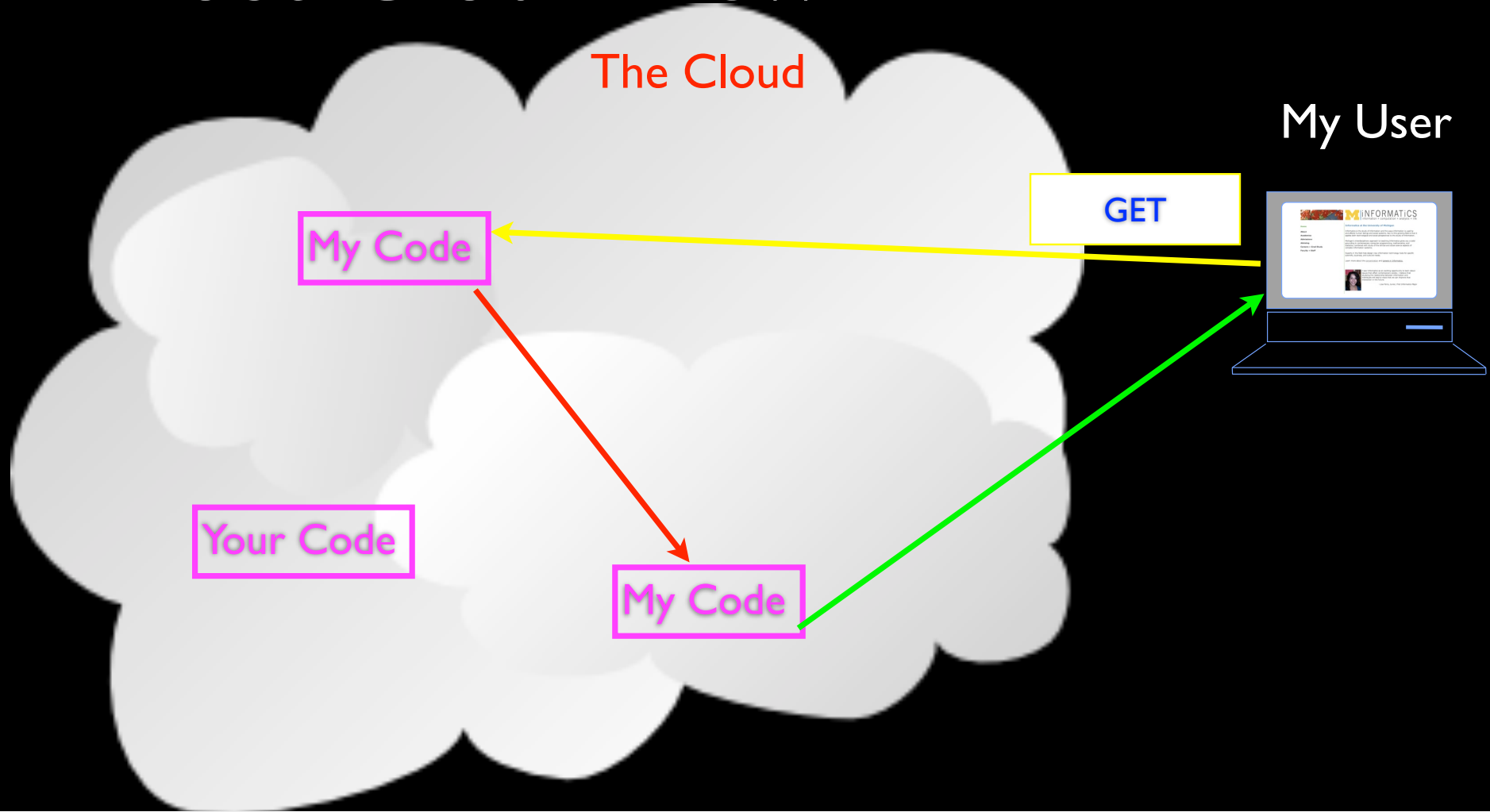
My User

My Code

GET

Your Code

My Code



Cloud Summary

- The cloud is the Internet plus computing that is “embedded” “inside” the network
- Companies like Google, Amazon, and Yahoo put servers all over the world
- Software runs on whichever server is most appropriate and data/code is moved around and the cloud can be reconfigured dynamically

Google App Engine

Google App Engine

Campfire One: Introducing Google App Engine (pt. 1)

- Expose Google's worldwide Infrastructure to us as developers



<http://www.youtube.com/watch?v=3Ztr-HhWXIc>
<http://www.youtube.com/watch?v=oTFL7FPLnXY>

5:20

Google App Engine

- When you write a Google Application Engine Application - you are running in the Google Cloud
- Just like you were a Google Developer
- You don't know where you are running or if one copy or a thousand copies of you are running
- Google hosts small applications for *free* - larger applications pay by usage

Free Accounts

- A free account can use up to 500MB of persistent storage and enough CPU and bandwidth for about 5 million page views a month.

Quota	Limit
Apps per Developer	10
Storage per App	500MB
Files per App	1,000
Size per File	1MB

Quota	Limit
Emails per Day	2,000
Bandwidth In per Day	10,000 MB
Bandwidth Out per Day	10,000 MB
CPU Megacycles per Day	200,000,000
HTTP Requests per Day	650,000
Datastore API Calls per Day	2,500,000
URLFetch API Calls per Day	160,000

Why is App Engine Free?

- Make the web better
- Be the first widely used “cloud” environment - beat Amazon, Microsoft, and Yahoo!

Summary

- We introduced Cloud Computing - servers move “into” the network cloud
- Google App Engine allows us to use the Google Cloud for free
- To make use of this resource we need to “learn the rules of the road”